



The Interior Design project will guide a 4-H member to career opportunities. 4-H members will learn and apply principles and elements of design. They will learn to recognize the variety and quality of products relating to Interior Design. 4-H members will experience the satisfaction of a home that expresses personal creativity and family lifestyles.

4-H Thrive

Positive Youth Development

Developing Competence

Adults create environments where youth can develop competence in their chosen project area.

Building Confidence

Youth build confidence as they learn to think for themselves, build mastery, and are recognized for their efforts.

Nurturing Caring

Adults nurture a caring environment where mutual trust between youth and adults is established. Caring relationships with adults are key to resilient youth.

Finding Connection

Youth build solid connections which are critical to their well-being.

Forming Character

Create a community where youth play an active role in developing their character.

Determining Contribution

Youth actively contribute to their clubs and communities.

Mississippi State University is an equal opportunity institution.

Activity Suggestions

Workshop Ideas:

- Study of Furniture
- Flower Arranging
- Constructing Pillows
- Furniture Refinishing
- Constructing a Round Tablecloth
- Window Treatments

Tour /Field Trip Ideas:

- Furniture Stores
- Decorative Centers
- Interior Design Shops
- Antique Shops
- Fabric Stores

Resources

1. 4-H Interior Design Project Resource Booklet
2. Beginnings of Interior Environments 10th Edition
3. LSU Ag Center Pub 2495, 4-H Housing Design and Improvement
4. Texas 4-H, TAMU, Explore Book Series- Home and Housing Environment, Interior Design

Contest Information

Contestant(s) will bring a design board made by the contestant to the contest with a complete 166-entry card. Contest will consist of Levels 1, 2, 3, or 4 for juniors and seniors. Contestants are encouraged to compete in levels in numerical order due to the fact that each level builds on the next level. Youth may skip levels if they feel confident in their knowledge of the level they are skipping. Each level is different so please follow rules according to the level you are entering.

Junior Contest Rules and Regulations

Level 1 COLOR SCHEME JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring a color scheme for a bedroom. Please do not include room and furniture arrangement. Room needs to be labeled according to what color scheme is used, example: monochromatic color scheme.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design-Definitions ONLY, Types of Fabrics, and Window Treatments.</i>	100
IV. Total Points	300

Level 2 BEDROOM JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a bedroom.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design-Definitions ONLY, Types of Fabrics, Types of Window Treatments, and Types of Paint Finishes.</i>	100
IV. Total Points	300

Junior Contest Rules and Regulations

Level 3 DEN JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a den.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the following: <i>Color, Principles of Design, Types of Fabrics, Types of Window Treatments, Categories of Lighting, Furniture Identification, and Light Fixtures.</i>	100

Level 4 KITCHEN JUNIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a kitchen.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Junior stations COULD include any of the above level stations (Junior 1, 2 & 3).	100
IV. Total Points	300

Senior Contest Rules and Regulations

LEVEL 1 BEDROOM SENIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a bedroom.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill-A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the following: <i>Color, Principles of Design, Types of Window Treatments and Accessories, Types of Fabrics, Styles of Beds, Types of Paint Finishes, and Types of Faux Finishing.</i>	100
IV. Total Points	300

LEVEL 2 DEN SENIOR CONTEST	Points
I. Design Challenge Design Board <i>featuring furniture arrangement and color scheme for a den.</i> (Guidelines on website)	100
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the following: <i>Color, Principles of Design, Types of Window Treatments and Accessories, Types of Fabrics, Styles of Sofas, Types of Floor Coverings, Furniture Construction Methods, Types of Wall Treatments, and Types of Paint Finishes.</i>	100
IV. Total Points	300

Senior Contest Rules and Regulations

LEVEL 3 KITCHEN SENIOR CONTEST	Points
I. Design Challenge Contestants will design a kitchen. Shape and size of room will be left up to contestant. <ul style="list-style-type: none"> • The room should follow project resources. • Plans can be hand drawn or computer generated. • Plans should be drawn to ½ or ¼ scale. • Be sure to use the proper interior design symbols for electrical, lighting, appliances, windows and doors. • Color scheme will be represented by paint, trim, cabinets, wall treatment, floor treatments, counter tops, appliances, and accessories Contestants should use guideline for design boards. (On website) Contestants can use up to three design boards for presentation. Contestants with less than three will not be penalized. • The kitchen plan should not exceed 300 square feet 	200
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include: <ul style="list-style-type: none"> • Color • Principles of Design – Definitions Only • Types of Window Treatments and Accessories • Types of Floor Coverings • Furniture Construction Methods • Types of Lighting Fixtures (pg. 158-159 from <u>Beginnings of Interior Environment Book</u>) • Types of Lighting Symbols (pg. 171 from <u>Beginnings of Interior Environment Book</u>) • Types of Portable Lighting (pg. 161 from <u>Beginnings of Interior Environment Book</u>) • Types of Paint Finishes (pg. 337 from <u>Beginnings of Interior Environment Book</u>) • Types of Faux Finishing (pg. 338 from <u>Beginnings of Interior Environment Book</u> and website) • Types of Wall Treatments (use website) • Furniture Identification (pg. 247-248 from <u>Beginnings of Interior Environment Book</u>) 	100
IV. Total Points	400

Senior Contest Rules and Regulations

LEVEL 4 HOME (SINGLE LEVEL) SENIOR CONTEST	Points
I. Design Challenge Contestants will create design boards featuring a one level home including at least: three bedrooms, one or more bathrooms, a kitchen and one den. Other rooms are optional. <ul style="list-style-type: none"> • Shape and size of rooms will be left up to contestant. • Plans can be hand drawn or computer generated. • Plans should be drawn to ½ or ¼ scale. • Be sure to use the proper interior design symbols for electrical, lighting, appliances, windows and doors. • Use floor plan references on page 220-232 from <u>Beginnings of Interior Environment Book</u>). Check index for other useful references. • Contestants should use guidelines for design boards. (On website) • Contestants can use up to three design boards for presentation. • One design board for house floor plan. • One design board for color scheme for all rooms. (Only include: paint, flooring and trim on this board.) • One design board featuring your favorite room fully furnished. Use design board guidelines from past levels. • Contestants MUST have three design boards when completed. • The house plan should not exceed 2000 square feet of heated space. 	200
II. Presentation of Design Board Contestant will present their Design Board explaining the project. (Guidelines on website)	100
III. Skill- A-Thon This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations COULD include any of the above level stations (Senior 1, 2 & 3).	100
IV. Total Points	400